

29 July 1974

MEMORANDUM FOR: Deputy Director for Management
and Services

SUBJECT : Intelligence Game

REFERENCE : Your Memorandum, dated 5 July 1974,
Same Subject (DD/M&S 74-2380)

1. I find opinion in the Intelligence Directorate on intelligence games to be mixed. Some, predictably, see little benefit to be gained. Others, principally those more attuned to new methods, are more enthusiastic. My personal opinion is that we should be willing to make some modest investment in gaming exercises, but we have to be careful that the exercises have some promise of yielding results that have more real-world applicability. We also have to be sure that the enthusiasts don't construct exercises that make excessive demands on our production resources.

2. I am not sure whether the Director's concept of an intelligence game involves solely an Agency effort or a Community-wide effort. I would think that until we have a better appreciation of how these things would be done that a more modest effort confined to the Agency would be the preferred initial approach. I would support an effort of this sort under OTR direction working closely with OCI or the CIA Operations Center, depending upon the subject and scenario.

3. Sharing your concern for the resource implications of a large-scale effort for intelligence gaming, I have doubts about its priority relative to the other tasks we have. On this basis, my advice to you is to talk to the Director to determine how serious he is about this matter before you invest any more time in it.

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EDWARD W. PROCTOR
Deputy Director for Intelligence

Memo for: DDM&S
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ADDI/PVWalsh/tb
Retyped by DDI/EW Proctor:fbr

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